



# Bygga Umoja

## Reflektionsinstruktion / reflection questions

*There are suggested questions to answer below, discuss them within your group. If there is feedback to the staff, please tell us before leaving.*

*When doing the reflection, you can choose to try a method invented by the Japanese entrepreneur Sakichi Toyoda called "5 Whys" which will help you to dig deeper into something so that you may reflect on what is truly important.*

*For example:*

*"The young scouts are unhappy"*

*1W: "Why are the young scouts unhappy?"*

*"Because they didn't get candy for lunch"*

*2W: "Why didn't they get candy for lunch?"*

*"Because it isn't good for them"*

*3W: "Why isn't it good for them?"*


*"Because they wouldn't get the energy they needed to make it through the afternoon"*

*4W: "Why wouldn't they get the energy they needed to make it through the afternoon?"*

*"Because candy isn't nutritional"*

*At this point, we know have some kind of root cause as to why we will not feed young scouts with candy — we strive for nutritional meals, and candy doesn't offer nutritional meals (in this instance, we were pleased with the answer we have after four whys, in other cases it may take seven or eight before we reach a satisfactory answer). Feel free to try to apply this method to the reflection questions given below.*





1) Did your session reach a solution your country is pleased with? Why are you pleased/displeased? If your country is displeased with the solution, what is lacking to make the solution good for you? Why would that alternative be better for your country?

If your country is pleased with the solution, what makes the solution good for you? Why is that important to your country?

2) (*Individually*) Did you enjoy the session? Did you feel as if you were able to participate in a way that suited you? Why/why not?

3) Did you find that there was enough time for the discussions? Where there too much time for the discussions?

4) When real countries meet in for example the EU or the UN to discuss common issues, do you think those sessions resembles the session you've had today?

5) Did your group use your cell phones, tablets or similar technology to look up fact that might have given you a tactical advantage?

6) Did something make you laugh during the session? What?

7) (*If you did not reach a common conclusion*) Do you think the scenario is peacefully solvable? If not, at which point would it have been solvable?

8) Some parts of the scenario is heavily inspired by real events and others are pure fiction. Do you know what is what and how plausible do you think the different parts of the scenario are?



